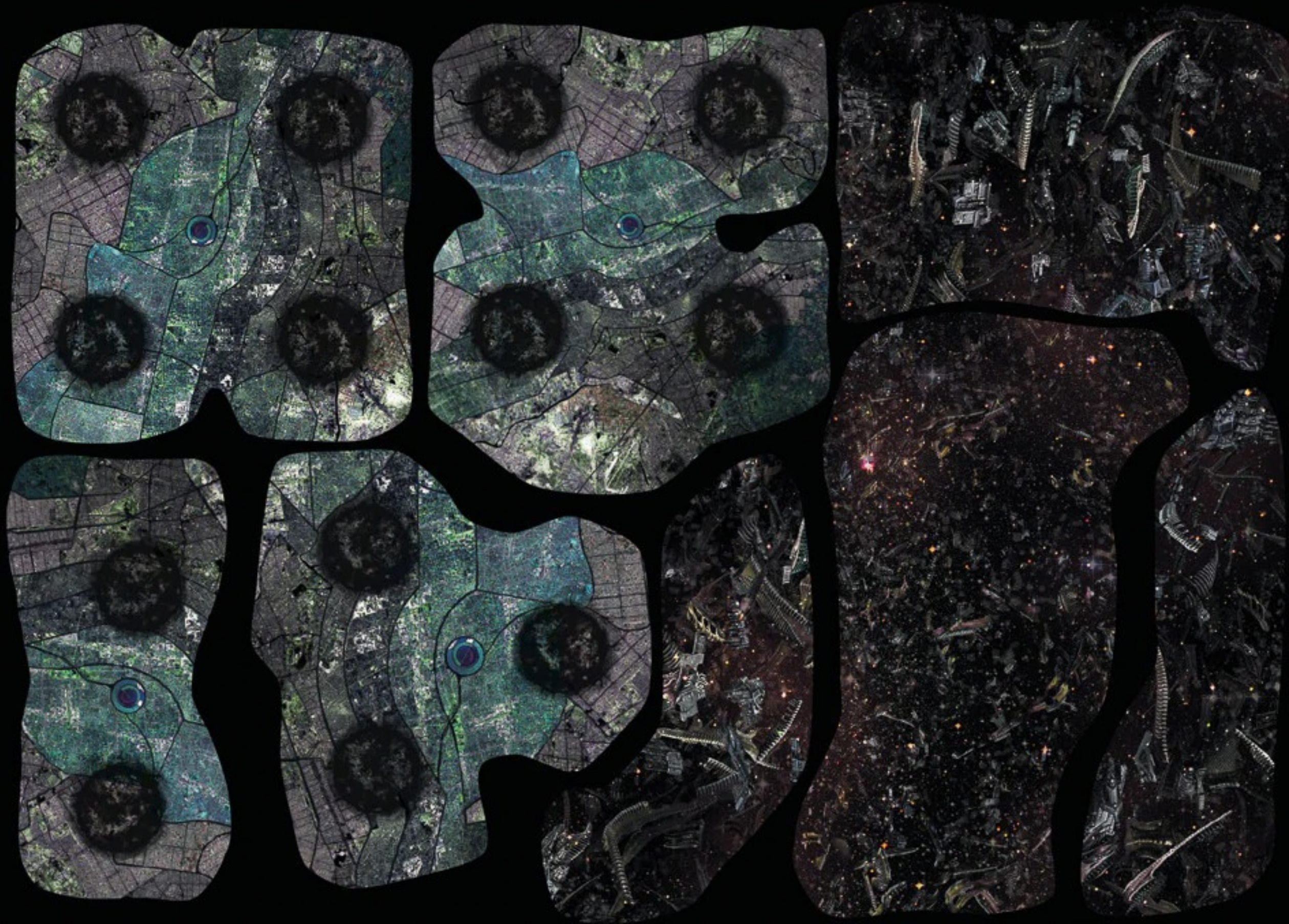
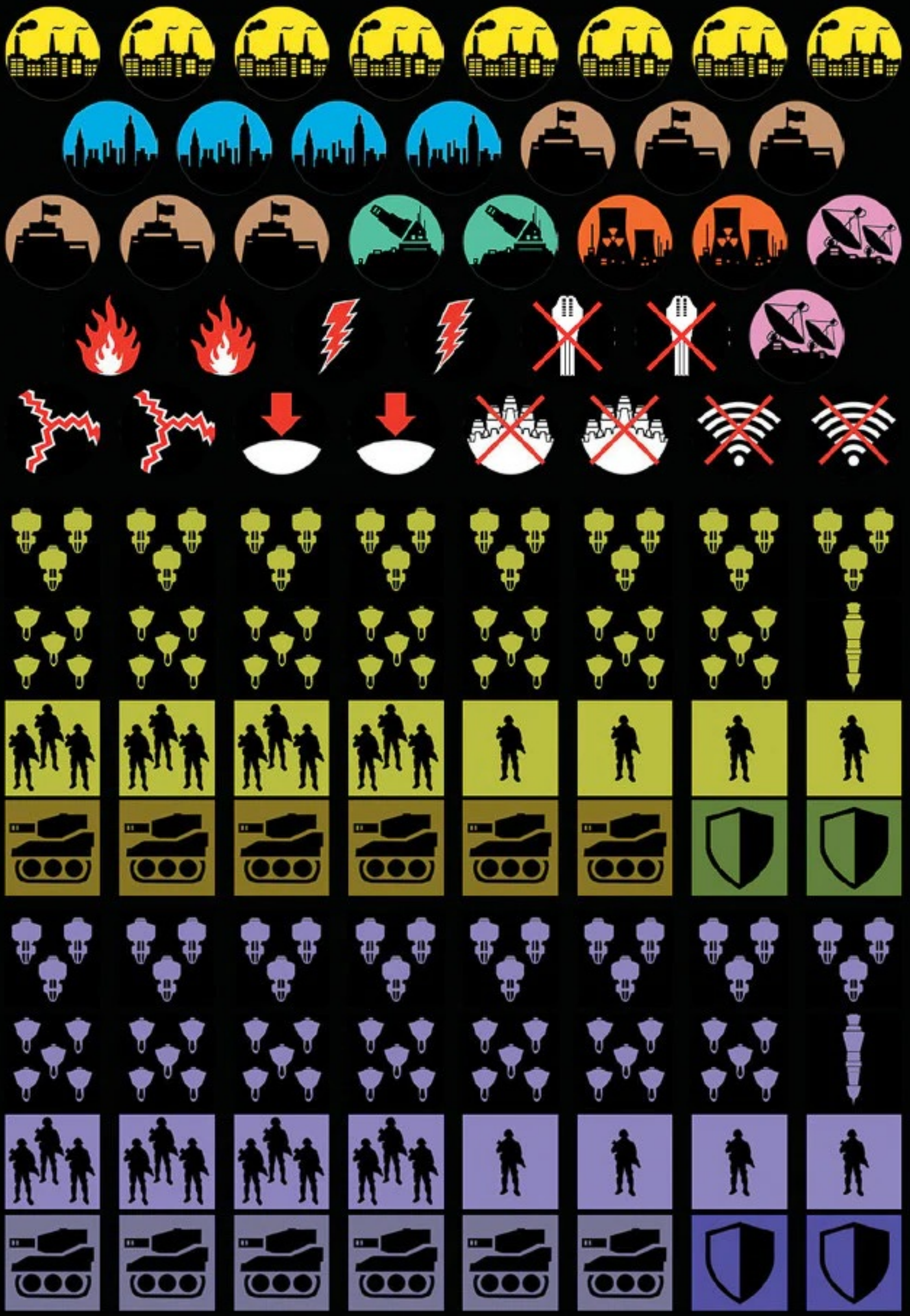
DROPFLEET™
COMMANDER
HAWK
WARGAMES
2 PLAYER STARTER SET





Eden System

January 27th, 2672, D+600 (Theatre), D+600 (Reconquest)

The Cradle World of Eden Prime was the first beachhead chosen for the Reconquest campaign since it was the second most populous human planet behind Earth itself before the Scourge invasion. It was decided that such a tier-1 target was perfect for the opening blow of the campaign as the element of surprise would only apply in the campaign's first moments.

On June 6th, 2670, the largest armada ever assembled by mankind descended with righteous fury on their unsuspecting foe. Battlefleet Eden on this fateful day remains the largest single naval force in human history, even after almost two years at war. Although fleet losses were significant, they were a drop in the ocean for this force and overwhelming victory in the void was never really in doubt.

As the enemy's pickets were swept aside, over four hundred strike carriers made their fiery decent into the planet's atmosphere and began to deploy the first wave of armour and mechanised infantry, largely around the outskirts of the capital, New Troy. Closely following them were the bulk landers, dropping vast hordes of infantry and defence batteries around the recently secured dropsites. Around this city alone, 400,000 ground troops were wounded and 350,000 killed on this first day. In orbit, over 90,000 sailors of the UCMF had lost their lives. Despite this being mankind's bloodiest day in 163 years, D-Day's operations were declared a unanimous success.

A staggering 350 million human beings took part in some way on that very first day, over a third of mankind's mobilised population, although of course only a small fraction of these were fighting soldiers. The employment of an overwhelming hammer blow was essential to secure a quick and early victory on Eden Prime as well as the time honoured principle of power directed to a point.

As the campaign on Eden Prime moved into Phase 2 and all enemy ships in the system were confirmed destroyed, the cities of New Troy and Romagrad were at last declared free of enemy presence – a welcome triumph if slightly behind schedule. The planet's industrial centres around its famous mantle scar known as Odin's Foundry followed shortly afterwards. With most of the planet in Colonial hands, 70% of UCM strength in the system was siphoned off to other emerging fronts, the remainder deemed sufficient to mop up all residual Scourge on the ground.

Scourge forces were in the midst of a belligerent but ultimately doomed stand in the city of Atlantia and were able to hold the city centre until June 30th 2671, when the UCMA's push to finally take the city took a disastrous turn. The local and brutal human resistance warlord known as Salakahn was opposed to Colonial rule and made the monstrous decision to betray his own race by detonating a score of concealed strategic nuclear weapons beneath the city streets. The resulting cataclysmic inferno snuffed out the remainder of the Maganum II'nd Legion and two full strength Armoured Corps, almost one million Colonial soldiers in the blink of an eye. The vile despot committed this heinous crime to cover his retreat from the city and slow the UCM's progress, in the hope of sustaining his increasingly tenuous grip on power a little longer. Small comfort that all Scourge in the city were also annihilated, in addition to a PHR taskforce that apparently had a mysterious (and presumably now failed) mission to achieve in the city.

The Tyrant of Atlantia is even now skulking under the noses of the Scourge in the frozen northern city of New Athens, the final enemy stronghold on the planet and last objective of Phase 3. That there is any fighting left at all on the surface is a tragedy that can be laid firmly at Salakahn's feet, although

Rerolls
Sometimes players will have the ability to 'reroll' certain dice. This lets the player pick up dice that have produced an unsatisfactory result and roll them again. The result of the reroll always stands even if it is worse than the original. Rerolled dice may never be rerolled in any circumstances.

Measuring distances

Dropfleet Commander uses inches for its unit of measurement. Players will need a tape measure or ruler marked in inches to measure distances. Throughout this book shorthand for measurements is used; quotation marks after a number indicate the inch distance, e.g. 12" would be 12 inches, 30" would 30 inches etc.

PRE-MEASURING

In Dropfleet Commander it is perfectly fine to pre-measure distances before moving or shooting, or at any time in between. Any 'fog of war' is taken into account in the game rules already and your captains (or equivalents) have the very best detection and calculation equipment of a future universe on hand. This means that players may measure any distances at any time.

NB:
While Pre-measuring means that any player may measure any distance at any time, sportsmanship should be considered and player are encouraged to take each other's word on measurements. Measuring every distance straight after your opponent has done just that leads to a very negative gaming experience all round.

"It follows then as certain as that night succeeds the day, that without a decisive naval force we can do nothing definitive, and with it, everything honourable and glorious."
President George Washington, 1781

New York

Battleship

260 pts

Name	Scan	Sig	Thrust	Hull	A	PD	G	T	Special
New York	8	12	6"	18	3+	10	1	5	Launch

Type	Lock	Attack	Damage	Arc	Special
Medium Mass Driver Turrets	4+	4	1	F/S(L)	
Medium Mass Driver Turrets	4+	4	1	F/S(R)	
Shark Missile Bays	4+	D6+1	1	F/S/R	Close Action

Load	Launch	Special
Fighters & Bombers	5	
Torpedoes	1	L (2)

Famous ships of the class: *Admiral Togo, Carpe Noctum, Liberty Queen, Lord Nelson, General Sherman*

The New York class is one of the most in-demand ships in the UCMF since its flexibility and awesome power are almost unparalleled. A later development of the Beijing class, it replaces the former's heavy turrets with a gigantic voidcraft hangar for launching scores of lethal fighters and bombers. It also replaces the Cobra laser with an enormous torpedo tube and internal storage for two of these devastating munitions. As such, it can take advantage of the lower power requirements of its launch assets to bring more offensive capability to bear when conducting complex manoeuvres, all while producing less conspicuous energy spikes.

While less common than the Beijing (as far as any battleship can be described as 'common'), a total of 19 are currently on the register – a respectable number but sorely below current demand, which cannot be met quickly due to the complexity of construction. A shortage of trained pilots compounds the issue, exacerbated by the terrible losses sustained by the Fleet Air Arm above Olympus.

New York:
Length: 1293m
Beam: 421m
Height: 383m
Displacement: 25,253,000m³

Ganymede

Assault Troopship

135 pts

Name	Scan	Sig	Thrust	Hull	A	PD	G	T	Special
Ganymede	8	6	7"	13	3+	5	1	M	Launch

Type	Lock	Attack	Damage	Arc	Special
Medium Calibre Battery	4+	4	1	S (L)	
Medium Calibre Battery	4+	4	1	S (R)	
Bombardment Battery	3+	6	1	F/S/R	Bombardment
Medium Calibre Turret	4+	2	1	F	
Wasp Drones	3+	D3+1	1	F/S/R	Close Action

Load	Launch	Special
Bulk Lander	2	

Known ships of the class: *Argo, Great Library, Copernicus, Judgement of Zeus*

The Ganymede is a sister class to the Orpheus, and shares its general design doctrine and basic hull although its armament and mission profile differs. Primarily, the Ganymede is configured to attack through orbital bombardment, preparing the surface battlefield for its infantry payload and supporting them on the surface. It achieves this by sacrificing some ship-ship firepower in favour of heavy bombard cannons.

This essentially makes the Ganymede two ships in one, affording a PHR admiral options even when outnumbered or under-resourced. However, this makes the class somewhat specialised, as these qualities are wasted if deployed in an area with no legitimate ground targets. However, it still has access to a respectable number of ship-ship medium mass drivers for protection against orbital assets, superior in firepower to its contemporaries in other races.

Ganymede:
Length: 990m
Beam: 262m (variable)
Height: 321m (variable)
Displacement: 9,587,000m³

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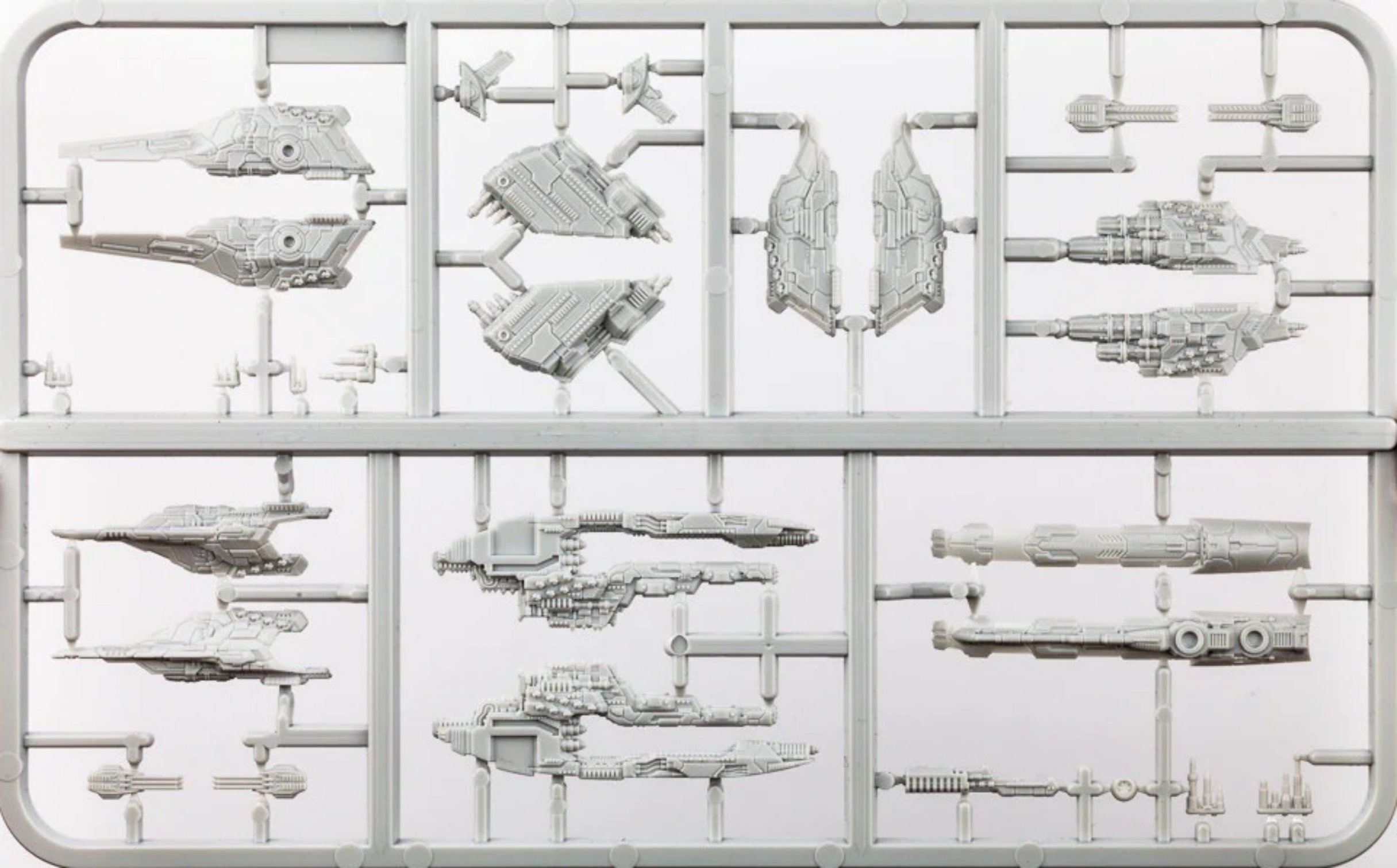

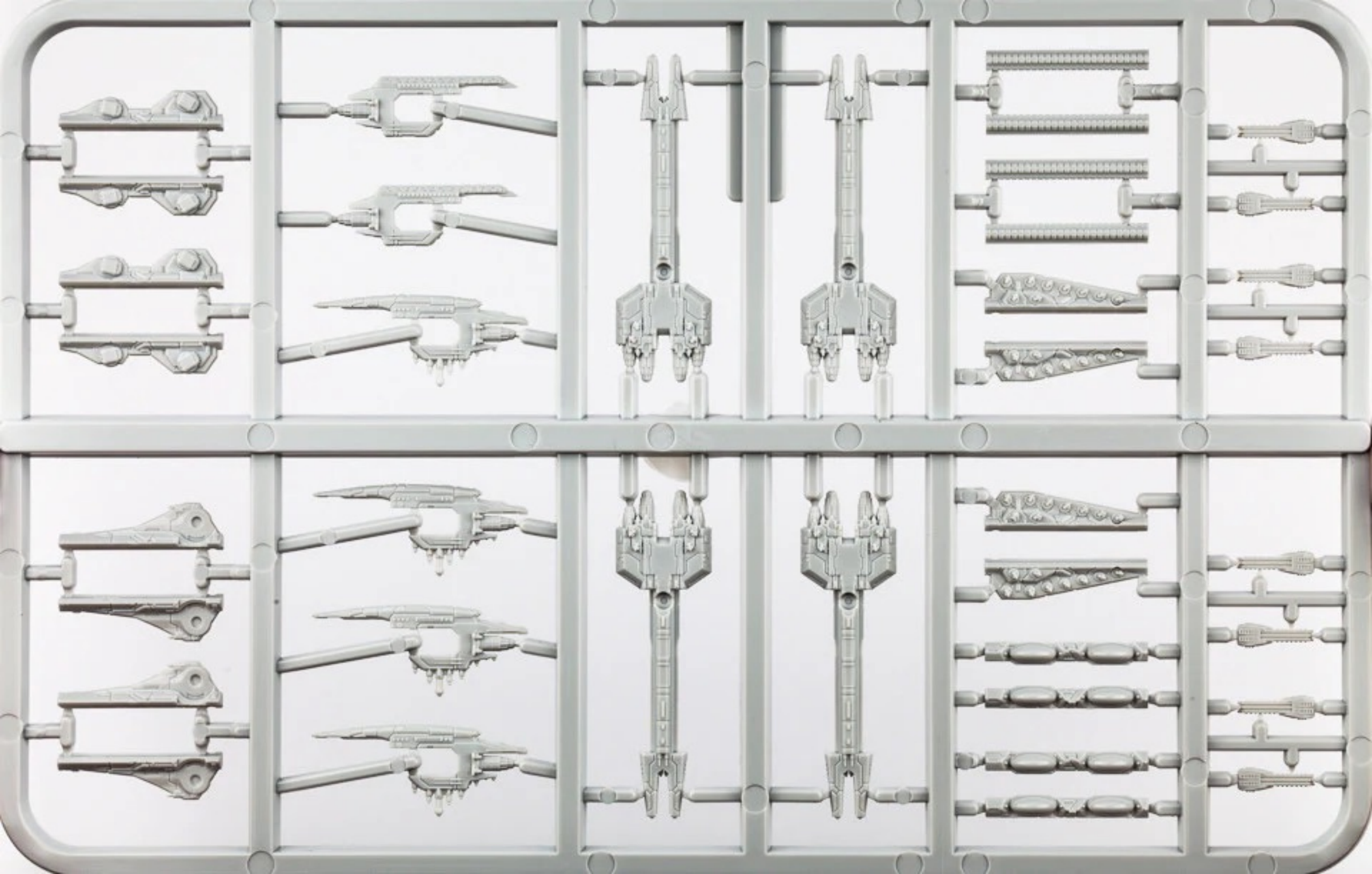

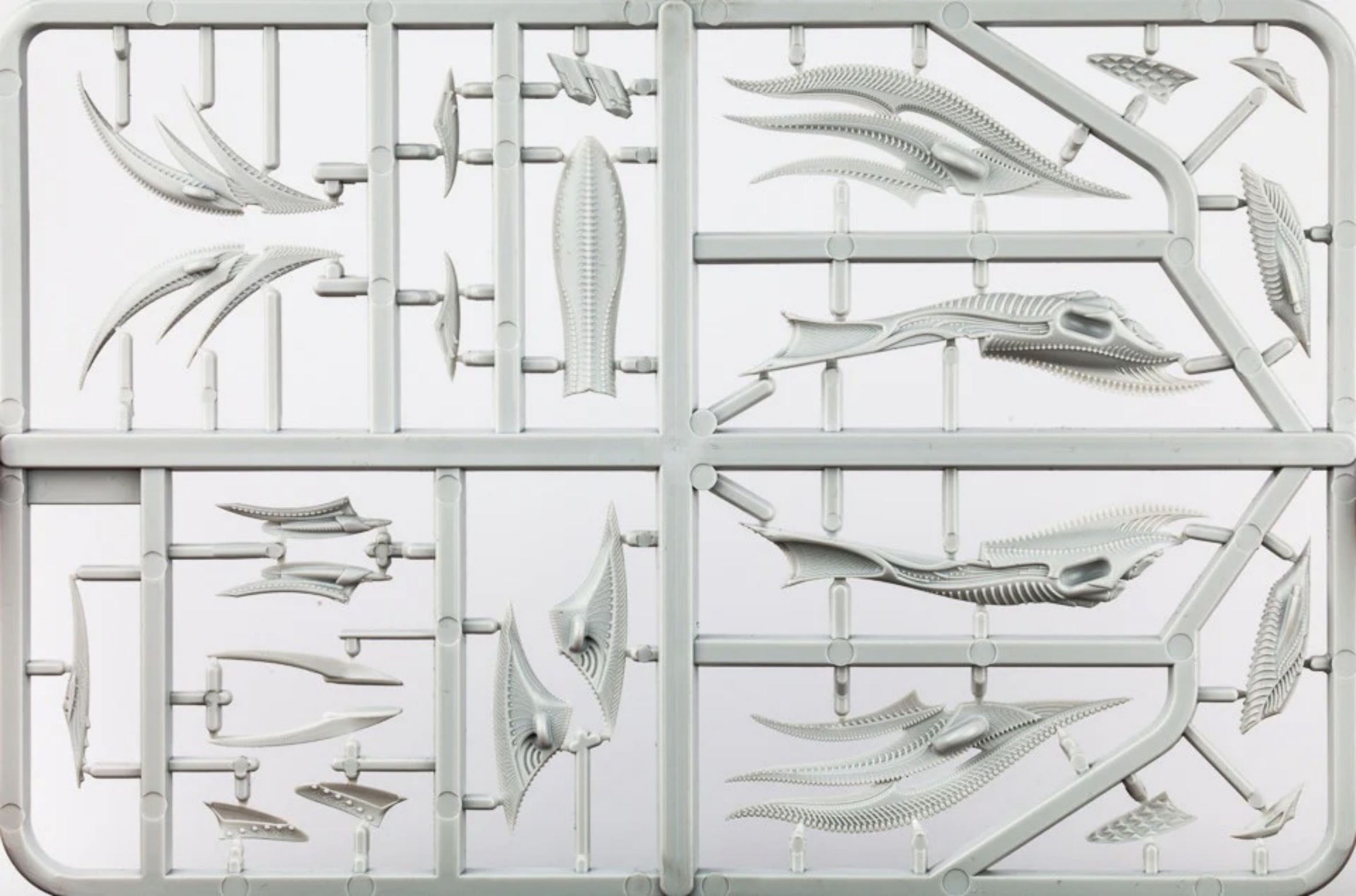

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